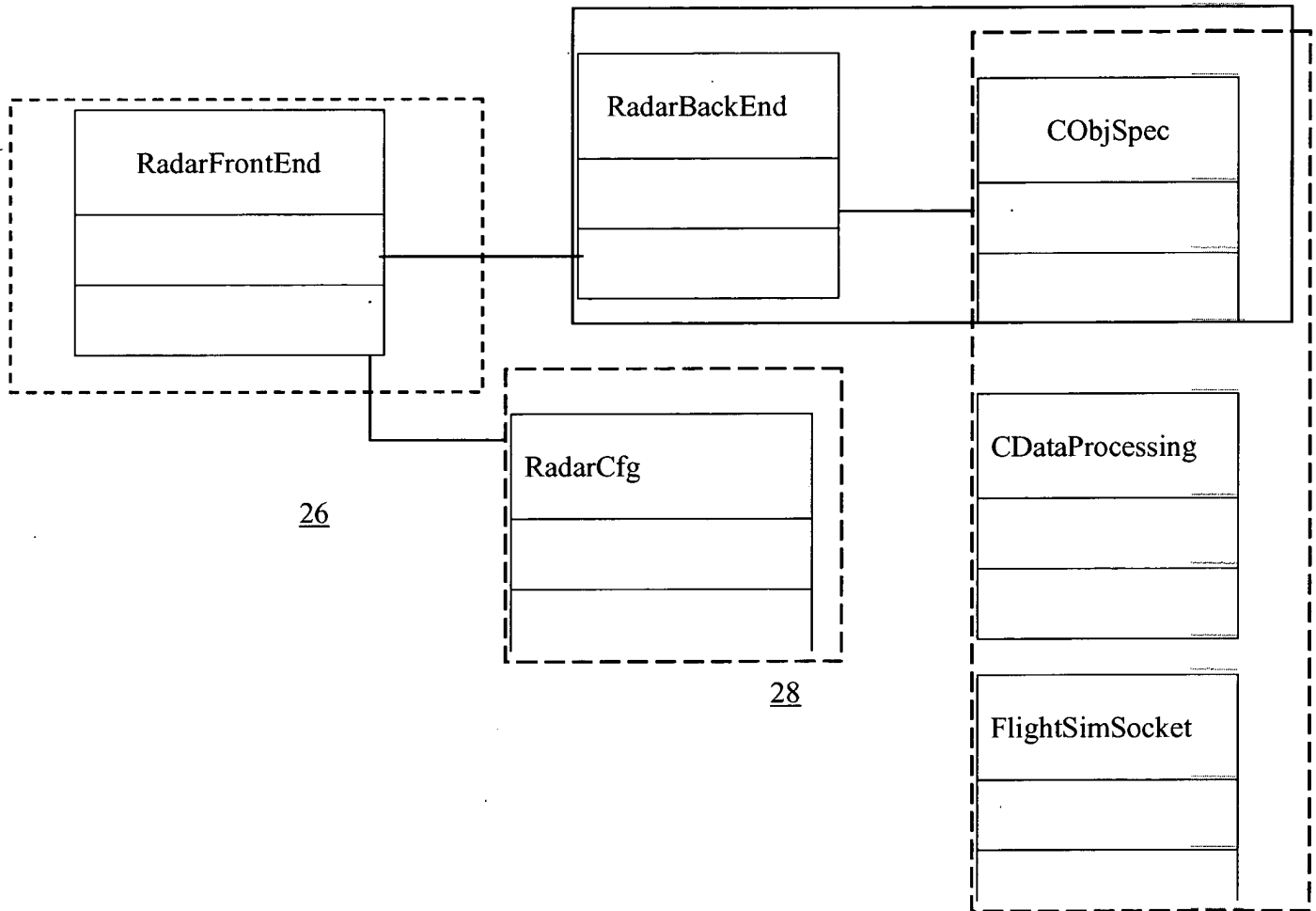




Appl. No 10/749,361  
Art Unit 3662  
Replacement Sheet

FIG 4a

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FIG 4b

RadarFrontEnd
<ul style="list-style-type: none"> <li>- bRotate : bool</li> <li>- bClearDisp : bool</li> <li>- bStopRendering : bool</li> <li>- bStandby : bool</li> <li>- iLinearSize : GLuint</li> <li>- cxCenter : float</li> <li>- cyCenter : float</li> <li>- lSweepAngle : float</li> <li>- lAlphaFade : float</li> <li>- lSweepIncrement : float</li> <li>- lRange : float</li> <li>- lGainFactor : float</li> <li>- hpTextures[10] : GLuint</li> <li>- lpSweepTexture[128][4] : GLfloat</li> <li>- uipRenderTexture[65536][3] : GLuint</li> <li>- pRadarBackEnd : *RadarBackEnd</li> <li>- pRadarCfg : *RadarCfg</li> <li>- pFirstNtt : *CobjSpec</li> </ul>
<ul style="list-style-type: none"> <li>+ RadarFrontEnd(pConfig: RadarCfg, pBackEnd: RadarBackEnd, cxWidth: GLint, cyHeight: GLint) : void</li> <li>+ ~RadarFrontEnd() : void</li> <li>+ renderScene() : void</li> <li>+ updateParameters() : void</li> <li>+ pauseRendering() : void</li> <li>+ continueRendering() : void</li> <li>+ getHeloYaw() : void</li> <li>- orthoMode(xLeft: GLint, xRight: GLint, yBottom: GLint, yTop: GLint) : void</li> <li>- perspectiveMode() : void</li> <li>- createSweep(uiTextureID: GLuint, lxCenter: GLfloat, lyCenter: GLfloat, lzCenter: GLfloat, lxWidth: GLfloat, lyLength: GLfloat, lzHeight: GLfloat) : void</li> <li>- createTexture(uiTextureID: GLuint) : void</li> <li>- renderMotionBlur(uiTextureID: GLuint) : void</li> <li>- renderHeloSymbol() : void</li> <li>- drawBlip() : void</li> </ul>

FIG 4c

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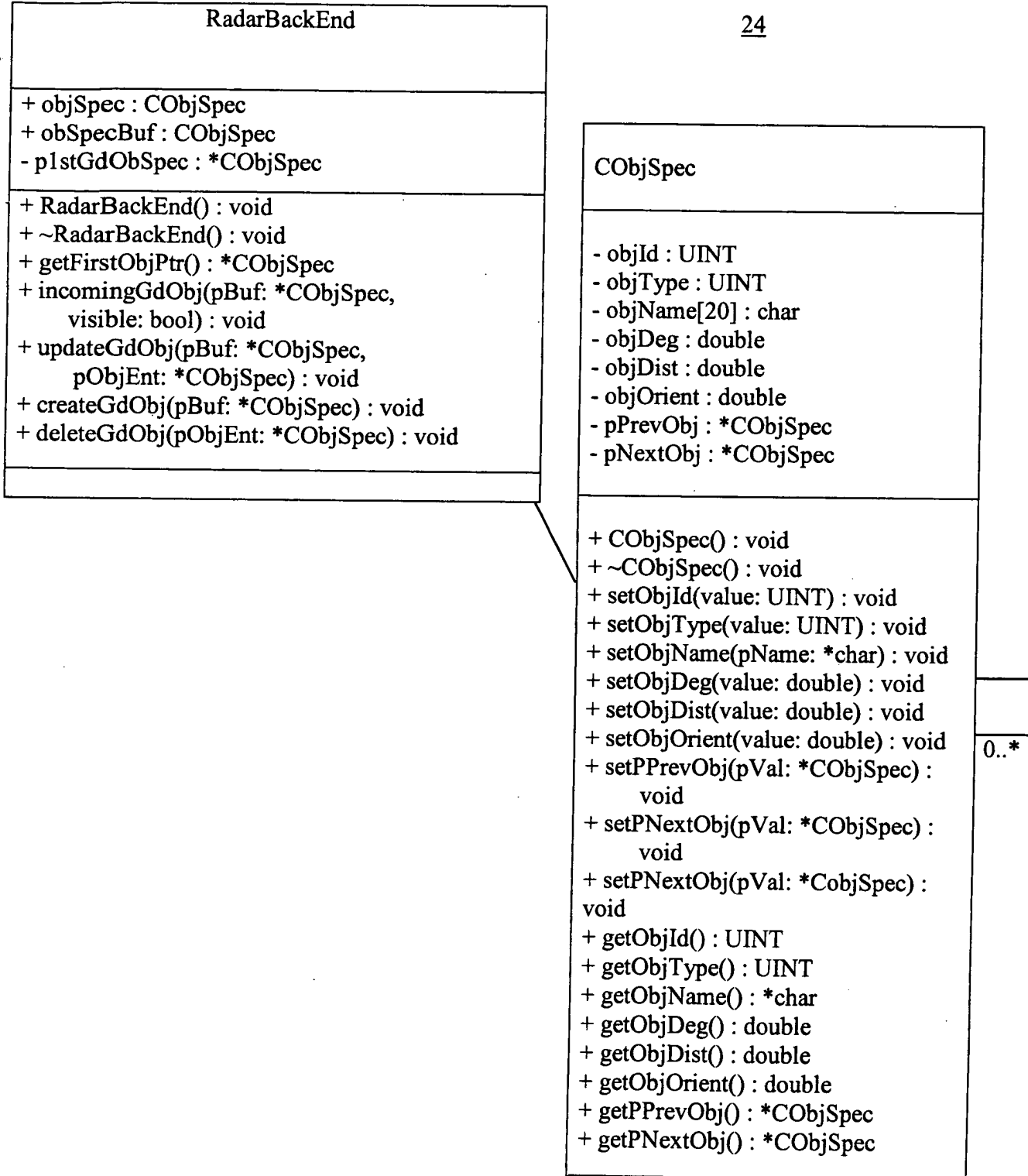


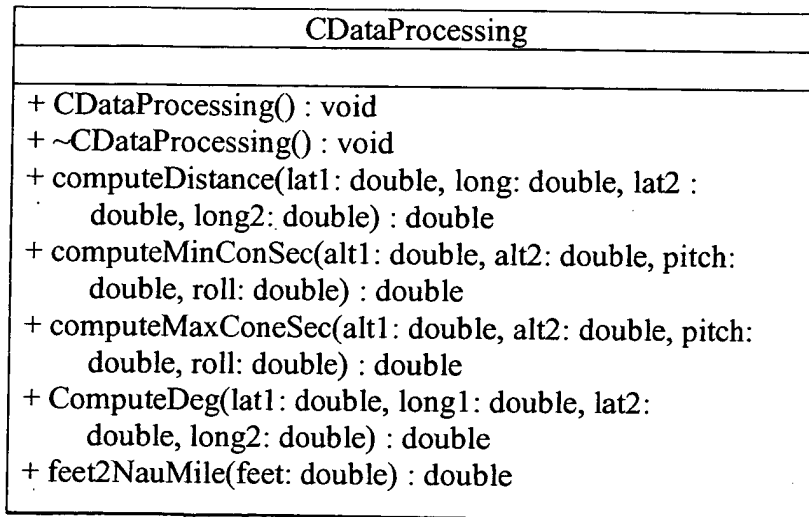
FIG 4d

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RadarCfg
<ul style="list-style-type: none"> <li>- iModeSpeed : UINT</li> <li>- iRcvrGain : UINT</li> <li>- iStab : UINT</li> <li>- iEraseGPI : UINT</li> <li>- iPersist : UINT</li> <li>- iRange : UINT</li> <li>- cxHelo : UINT</li> <li>- cyHelo : UINT</li> <li>- cyHeloOffset : UINT</li> </ul>
<ul style="list-style-type: none"> <li>+ RadarCfg(rModeSpeed: UINT, rRcvrGain: UINT, rStab: int, rEraseGPI: int, rPersist:               <ul style="list-style-type: none"> <li>UINT, rRange:UINT, rXPos: UINT, rYPos: UINT, rYOffset: UINT) : void</li> </ul> </li> <li>+ setModeSpeed(rParam: UINT) : void</li> <li>+ setRcvrGain(rParam: UINT) : void</li> <li>+ setStab(rParam: UINT) : void</li> <li>+ setEraseGPI(rParam: UINT) : void</li> <li>+ setPersist(rParam: int) : void</li> <li>+ setRange(rParam: UINT) : void</li> <li>+ setHeloXPos(rParam: UINT) : void</li> <li>+ setHeloYPos(rParam: UINT) : void</li> <li>+ setHeloYOffset(rParam: UINT) : void</li> <li>+ getModeSpeed() : UINT</li> <li>+ getRcvrGain() : UINT</li> <li>+ getStab() : UINT</li> <li>+ getEraseGPI() : UINT</li> <li>+ getPersist() : UINT</li> <li>+ getRange() : UINT</li> <li>+ getHeloXPos() : UINT</li> <li>+ getHeloYPos() : UINT</li> <li>+ ~RadarCfg() : void</li> </ul>

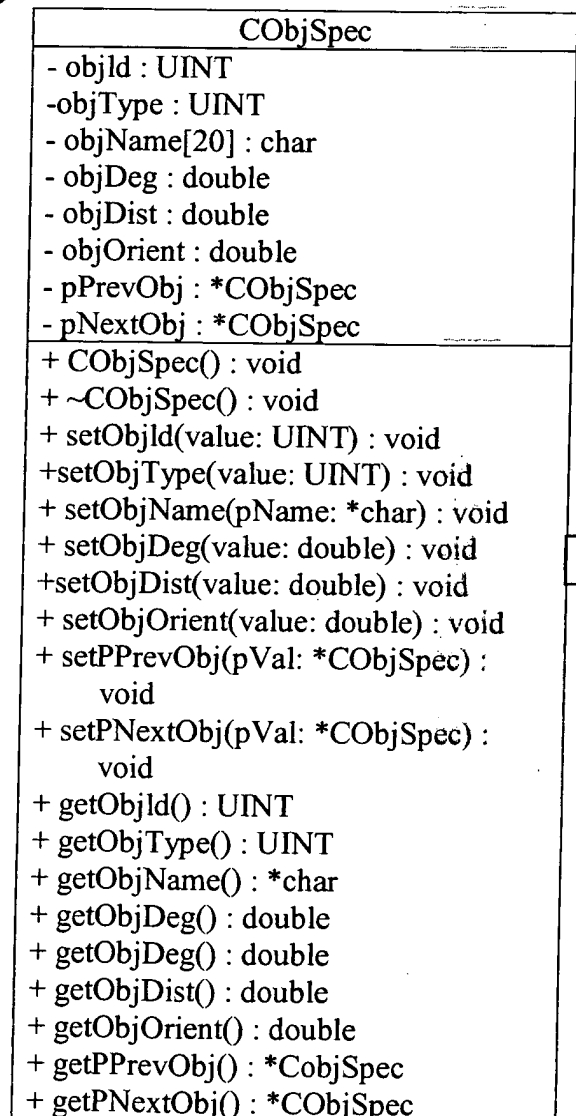
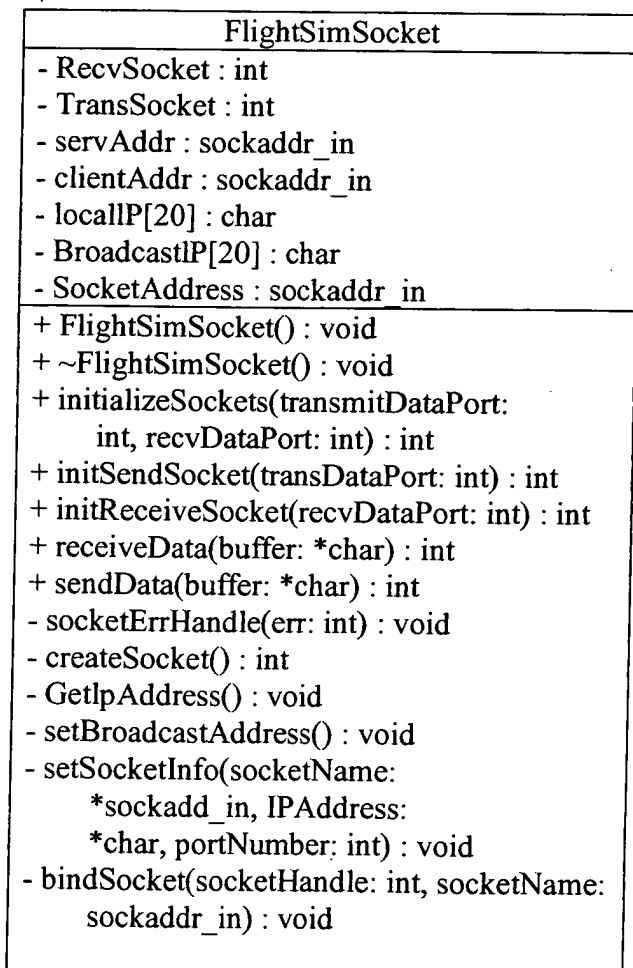
FIG 4e

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RADAR beam propagation model and calculations are independent from the rest of the software.

Network thread implementation receives data and executes separate from the rest of the software.



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